Social Hour

Let's make the most out of your —— free time

Team Members

- Michael Rinehart
 - o Project Manager, Server Administrator
- Rocco Ordille
 - Server Administrator, Data Scientist
- Dylan Zeller
 - Software Engineer, Mobile Developer
- Gavin Sentak
 - o User Experience Designer, Mobile Developer

Problem Statement

- Coordinating casual, impromptu hangouts are difficult
 - Communication and coordination is inefficient and time-consuming
- Many people are frustrated with the in-depth usage requirement of modern social networks
 - Public needs a social platform that serves to augment social life, not replace it
 - Facebook, Twitter and Instagram revolve around feeds generating more content than needed
 - Once the user is finished using the tool, user experiences the benefits of the platform outside the app



Project Scope - Cycle 1

• Platform-agnostic Calendar Interface

- A calendar will be developed utilizing Google Calendar
 API to allow easy integration with other services
- Calendar will allow users to plan their schedules and automatically update with upcoming events and availabilities of friends

• Mobile Application

 An Android application will be developed using Android Studio and React Native to allow users to access the app and manipulate their accounts

Friend Lists/Groups

 Users will be able to add friends and join groups so users can be notified of upcoming events or invites from friends/groups



Project Scope - Cycle 1

Social Networking

- users can tag their events with specific keywords and based on previous events attended Social Hour can recommend events with the use of tags
- Intense data analytics will be employed to suggest possible friend groups based on types of events attended, mutual friends, and group membership

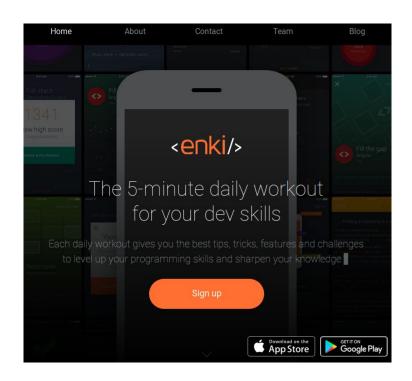
Database/Server

- A MongoDB installation (hosted on the Drexel Server) will be implemented to store user data
- We plan on using RoboMongo to interface with the data storage

Project Scope - Cycle 1 Stretch Goal

Advertising Placeholder Website

- Links to Google Play and later App Store
- o Pages:
 - Short bios for each team member
 - Blog regarding status updates regarding the project
 - Sign up for an email list regarding status updates
 - Link to potential KickStarter or GoFundMe



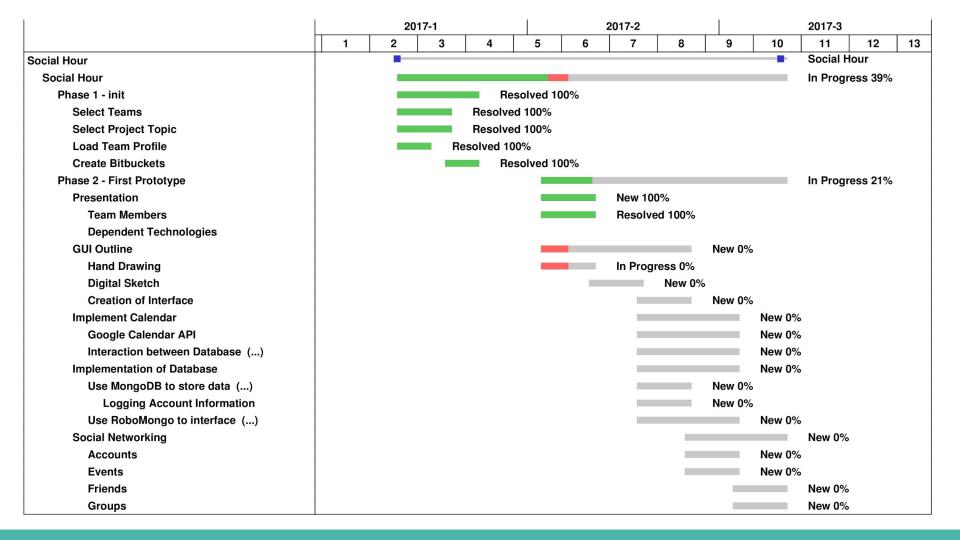
Project Scope - Beyond Cycle 1

iOS application

- Placed into future plans due to monetary and license costs
- We plan on using further funding to target iOS as a platform,
 with iPad, iPhone and Apple Watch support

Fully functional desktop client

- Placed into future plans due to time constraints
- We aim to develop both a website front-end and a web-based client for desktop users to provide seamless integration of accounts between all three major platforms



Resources Required

- Minimum, to get Social Hour started:
 - Google Play Developer registration (one-time fee of 25\$)
 - Domain registration for Social Hour's website (10-40\$)
 - Server hosting of MongoDB for database management

Eventually:

- Apple Macbook with XCode installed to target iOS (already achieved)
- App Store Developer registration (100\$ per year) to target iOS
- Server hosting of full website with identical functionality to mobile app



Key Concepts

- Events
 - Individual Scheduled blocks of time
- Permission System
 - Each event has a permission level
 - At the user's preference different people can see different details regarding the event

Friends

- People that have elevated privacy privileges
- Your friends list is anonymous, unless you're mutual friends with an individual

Groups

 Users can join groups that revolve around classes, entire universities, clubs, friend groups (known as "squads" in the application) and fraternities / sororities



Target Users

- Initial Target Users: University Students
 - Possibility of users to join multiple hierarchies of groups (universities, courses, sections, etc.) allows for universities as a whole to develop a social network that can augment classroom procedures, including allowing students to share notes and coordinate study sessions and lab completion times
 - However, as Social Hour grows we plan on targeting users belonging to any organization
- End Goal: Implementation of Social Hour on a larger scale
 - Entire organizations will be able to implement the platform, establishing an official hierarchy of groups for users to join, and automatically schedule mandatory events (such as class times, company meetings, etc.)

Project Activities

Develop a database to manage all of the user data

- MongoDB & RoboMongo Document-oriented database software
- Both technologies published under the GNU AGPL and the Apache License

• Develop an Android application as a front-end for the service

- Google Calendar dependence, then augmentation
- Android Studio, with Android Development Kit

Test UX with users

- Distribute application prototype throughout students and intended client base
- Incorporate feedback into UX design and application optimization



Image Sources:

- http://blog.westmonroepartners.com/10-ways-to-improve-your-next-cx-survey/
- http://www.tv.com/shows/friends/
- https://pixabay.com/p-970340/?no_redirect
- https://www.enki.com/
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